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| L4       | 0    | digital and tv and signal and cards<br>and display and video and<br>"graphic bus" and receiver and<br>transmit\$3  | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR                  | OFF     | 2006/10/02 09:48 |
| L5       | 2730 | digital and tv and signal and cards<br>and display and video and receiver<br>and transmit\$3   | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR                  | OFF     | 2006/10/02 09:50 |
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| L7       | 626  | 5 and graphic and bus  | US-PGPUB;<br>USPAT;<br>USOCR;<br>FPRS;<br>EPO; JPO;<br>DERWENT;<br>IBM_TDB | OR                  | OFF     | 2006/10/02 09:49 |

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HDTV and the computer industry

Karen A. Frenkel

November 1989 Communications of the ACM, Volume 32 Issue 11

Publisher: ACM Press

Full text available: pdf(3.42 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

In the 1940s, television and radio combinations like the one on the left were the precursors of today's "entertainment centers ." About 25 years later, black and white television gave way to color. The next leap, high resolution television coupled with CD quality stereo may be coming soon. Last April, in the deep hours of the night, NBC, Channel 4 in New York City, announced a test: viewers would witness the first broadcast of the Sarnoff Research Center's Advanced Compatible Television sys ...

2 Lightfield acquisition & display: 3D TV: a scalable system for real-time acquisition.



transmission, and autostereoscopic display of dynamic scenes

Wojciech Matusik, Hanspeter Pfister August 2004 ACM Transactions on Graphics (TOG), Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(768.24 KB) @ mov(21:13 MIN)

Additional Information: full citation, abstract, references, index terms

Three-dimensional TV is expected to be the next revolution in the history of television. We implemented a 3D TV prototype system with real-time acquisition, transmission, and 3D display of dynamic scenes. We developed a distributed, scalable architecture to manage the high computation and bandwidth demands. Our system consists of an array of cameras, clusters of network-connected PCs, and a multi-projector 3D display. Multiple video streams are individually encoded and sent over a broadband netw ...

**Keywords:** Autostereoscopic displays, camera arrays, image-based rendering, lightfields, multiview displays, projector arrays

Pen computing: a technology overview and a vision

André Meyer

July 1995 ACM SIGCHI Bulletin, Volume 27 Issue 3



**Publisher: ACM Press** 

Full text available: pdf(5.14 MB) Additional Information: full citation, abstract, citings, index terms

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

4 Nark: receiver-based multicast non-repudiation and key management



Bob Briscoe, Ian Fairman

November 1999 Proceedings of the 1st ACM conference on Electronic commerce

**Publisher: ACM Press** 

Full text available: pdf(168.86 KB) Additional Information: full citation, references, citings, index terms

Keywords: Internet, audit trail, key management, multicast, non-repudiation, smartcard, watermark

Content management: Dynamic program insertion in high quality video over IP Taehyun Kim, Jack Brassil



June 2003 Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video

**Publisher: ACM Press** 

Full text available: pdf(269.10 KB) Additional Information: full citation, abstract, references, index terms

We introduce an overlay network architecture and signaling mechanism that permit program insertions in live, high quality video streams transmitted over IP networks. We describe the implementation of an application proxy that dynamically inserts pre-recorded video programs into NTSC D1 quality Motion-JPEG streams with no visible artifacts. As increases in computing power further enable the modification of video during transport, new services such as personalized commercial advertisement insertio ...

Keywords: content delivery networks (CDNs), digital television (DTV), multimedia signaling, program and system information protocol (PSIP), program cues, real-time transport protocol (RTP), video streaming

Enabling custom enhancements in digital sports broadcasts



Richter A. Rafey, Simon Gibbs, Michael Hoch, Hubert Le Van Gong, Sidney Wang February 2001 Proceedings of the sixth international conference on 3D Web technology

**Publisher: ACM Press** 

Full text available: pdf(171.48 KB) Additional Information: full citation, references, index terms

Keywords: VRML, applications, digital TV, graphics systems, interactive TV, multimedia, sports broadcasting, video

7 Link and channel measurement: A simple mechanism for capturing and replaying



wireless channels

Glenn Judd, Peter Steenkiste

#### August 2005 Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05

Publisher: ACM Press

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, index terms

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

**Keywords:** channel capture, emulation, wireless

A building block approach to color graphics

J. Robert Flexer, Gio Wiederhold

August 1979 ACM SIGGRAPH Computer Graphics, Proceedings of the 6th annual conference on Computer graphics and interactive techniques SIGGRAPH

**'79**, Volume 13 Issue 2

**Publisher: ACM Press** 

Full text available: pdf(1.21 MB) Additional Information: full citation, abstract, references, index terms

Graphics and imaging are important in scientific, academic and industrial environments. In the past graphics systems have been used with large computers and were only available to a minority of users. The relatively small and specialized use of graphics has inhibited sharing of software and prevented standardization necessary for widespread use. Dense semiconductor memory has recently become easily available in large quantities and makes high resolution graphics and imaging systems feasible ...

Keywords: Color graphics, Frame buffer, Imaging, Lightpen, Photo trigger, Rasterscan display, S-100 bus, Video digitizer, Video display

Audio and media streaming: High resolution live streaming with the HYDRA architecture

Roger Zimmermann, Moses Pawar, Dwipal A. Desai, Min Qin, Hong Zhu October 2004 Computers in Entertainment (CIE), Volume 2 Issue 4

Publisher: ACM Press

Full text available: 📆 pdf(619.79 KB) Additional Information: full citation, abstract, references, index terms

Digital continuous media (CM) are now well established as an integral part of many applications. With highdefinition (HD) displays becoming increasingly common and large network bandwidth available, high-quality video streaming has become feasible, and novel, innovative applications possible. However, the majority of existing systems for HDquality streaming are based on offline content and use elaborate buffering techniques that introduce long latencies. Therefore, these solutions are ill-eq ...

Keywords: high-definition media, human-computer interaction, latency, remote performance, streaming

10 User interfaces for digital television: a navigator case study

Leena Eronen, Petri Vuorimaa May 2000 Proceedings of the working conference on Advanced visual interfaces

Publisher: ACM Press

Full text available: Additional Information: pdf(1.01 MB)

full citation, abstract, references, index terms

Digital television user interfaces are composed of text, graphics and video. Usability issues that arise include information visualization, searching and navigation. This paper introduces two user interface prototypes for digital television. Both prototypes were tested with real users and the test results are discussed.

**Keywords**: digital television, navigation, prototypes, usability, user interfaces

11 Broadcast and on-line cultural heritage: Broadcast technologies for disseminating



cultural heritage

John Cosmas, Take Itegaki, Kannan Krishnapillai, Alan Lucas, Mohammed Akhtar, Graham Thomas, Jigna Chandaria, Wolfgang Putz, Andre Everts, Michael Probst, Peter Stammnitz, Jens Guether, Wolfram Liebsch, Gerhard Stoll, Christoph Dosch Reiner Socker, Chris Brendes, Ronald Mies, Dick Van Smirren, Benoit Mory, Nicolas Santini, Alan Pearmain, Yakup Paker, Mounia Lalmas, Damien Parwporth, Ekaterina Moutogianni, Gunn Klungsoeyr, Lena Pedersen, Pers-Steinar Hansen, Klaus Illgner

November 2001 Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage

**Publisher: ACM Press** 

Full text available: mpdf(1.03 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> <u>terms</u>

This paper introduces the System for Advanced Multimedia Broadcast and IT Services (SAMBITS). It consists of a Studio, Server and TV Terminal system for broadcasting audio/video TV content enhanced by 3D graphics, Internet pages, database indexing and sub-image streaming. It describes two scenarios program for disseminating cultural heritage. The readers are invited to imagine how this system could be used to prepare programs for disseminating archaeology. The paper describes the Studio and Serv ...

12 Multicast Video-on-Demand services



Huadong Ma, Kang G. Shin

January 2002 ACM SIGCOMM Computer Communication Review, Volume 32 Issue 1

Publisher: ACM Press

Full text available: pdf(1.28 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

The server's storage I/O and network I/O bandwidths are the main bottleneck of VoD service. Multicast offers an efficient means of distributing a video program to multiple clients, thus greatly improving the VoD performance. However, there are many problems to overcome before development of multicast VoD systems. This paper critically evaluates and discusses the recent progress in developing multicast VoD systems. We first present the concept and architecture of multicast VoD, and then introduce ...

**Keywords**: Quality-of-Service (QoS), VCR-like interactivity, Video-on-Demand (VoD), multicast, scheduling

13 "Smart clothing": wearable multimedia computing and "personal imaging" to restore



the technological balance between people and their environments

Steve Mann

February 1997 Proceedings of the fourth ACM international conference on Multimedia

**Publisher: ACM Press** 

Full text available: pdf(2.18 MB)

Additional Information: full citation, references, citings, index terms

Keywords: augmented reality, mediated reality, mobile multimedia, pencigraphic image compositing, personal imaging, smart spaces, ubiquitous computing, video orbits, video surveillance, wearable computing

14 Facial modeling and animation





August 2004 Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04

Publisher: ACM Press

Full text available: ndf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

15 A new transport protocol for broadcasting/multicasting MPEG-2 video over wireless



ATM access networks

Hairuo Ma, Magda El Zarki

July 2002 Wireless Networks, Volume 8 Issue 4

Publisher: Kluwer Academic Publishers

Full text available: pdf(201.01 KB) Additional Information: full citation, abstract, references, index terms

Because of the telecommunications de-regulation act and progress in wireless technologies, we will see the co-existence of heterogeneous broadband access infrastructures in the broadband video service industry in the near future. In this paper, we addressed the error control issue when transmitting MPEG-2 video streams over wireless access networks for broadband video broadcast or multicast services. An end-toend transport protocol based on ATM and wireless ATM technologies is proposed. For

Keywords: FEC, MEPG-2 broadcast/multicast, WATM, header redundancy, real-time, video quality

16 Interactive television: new genres, new format, new content



Jens F. Jensen

November 2005 Proceedings of the second Australasian conference on Interactive entertainment IE2005

Publisher: Creativity & Cognition Studios Press

Full text available: pdf(248.67 KB) Additional Information: full citation, abstract, references

The aim of this paper is to discuss some of the main issues associated with interactive genres, formats and content in the context of interactive television (ITV). First, a set of new forms or categorizations of ITV will be presented. Second, the suite of interactive genres, formats and applications that currently constitutes ITV will be introduced and discussed. And third, some general conclusions concerning interactivity, television and the interactive user/viewer will be drawn.

Keywords: ITV advertising, Media Theory, T-commerce, art, design and media, cultural and media studies, digital television, electronic program guides, enhanced TV, games and betting, interaction design, interactive television, interactive, digital storytelling, internet at TV, networking (technical and social), new genres, new standards, personalized TV, the interactive viewer/user, video-on-demand

17 Systems 1: multi-camera systems: A real-time interactive multi-view video system



Jian-Guang Lou, Hua Cai, Jiang Li

November 2005 Proceedings of the 13th annual ACM international conference on **Multimedia MULTIMEDIA '05** 

Publisher: ACM Press

Full text available: pdf(837.51 KB) Additional Information: full citation, abstract, references, index terms

With the rapid development of electronic and computing technology, multi-view video is attracting extensive interest recently due to its greatly enhanced viewing experience. In this paper, we present the system architecture for real-time capturing, processing, and interactive delivery of multi-view video. Unlike previous systems that mainly focus on multi-view video capturing, our system is designed to provide multi-view video service with high degree of interactivity in real time, which is stil ...

**Keywords**: calibration, channel coding, multi-view video, object tracking, source coding, video coding, video streaming system

Countermeasures for attacks on satellite TV cards using open receivers Lishoy Francis, William G. Sirett, Keith Mayes, Konstantinos Markantonakis January 2005 Proceedings of the 2005 Australasian workshop on Grid computing and e-research - Volume 44 ACSW Frontiers '05

Publisher: Australian Computer Society, Inc.

Full text available: ndf(100.10 KB) Additional Information: full citation, abstract, references, index terms

Digital content providers seek to restrict usage by implementing conditional access. One such scenario is the security aspects of digital video broadcast (DVB-S). There has been a history of attacks on this technology to circumvent any security measures and some techniques have been countered by the deployment of customised/provider specific receivers. However, this leads to less choice and the duplication of equipment at the customer level. Open satellite receivers have been introduced to allow ...

Keywords: DVB, attacks and countermeasures, satellite content

19 Experiences teaching an FPGA-based embedded systems class



Stephen A. Edwards

October 2005 ACM SIGBED Review, Volume 2 Issue 4

Publisher: ACM Press

Full text available: pdf(407.55 KB) Additional Information: full citation, abstract, references, index terms

I describe a two-year-old embedded systems design course I teach at Columbia University. In it, the students learn low-level C programming and VHDL coding to design and implement a project of their own choosing. The students implement their projects using Xilinx FPGAs and tools running on Linux workstations. The main challenges the students face are understanding and complying with complex and often poorlydocumented interfaces and protocols, personal time management, and teamwork. While all real ...

20 Applications on the go: MediaAlert: a broadcast video monitoring and alerting system



for mobile users

Bin Wei, Bernard Renger, Yih-Farn Chen, Rittwik Jana, Huale Huang, Lee Begeja, David Gibbon, Zhu Liu, Behzad Shahraray

# June 2005 Proceedings of the 3rd international conference on Mobile systems, applications, and services MobiSys '05

Publisher: ACM Press

Full text available: pdf(593.10 KB) Additional Information: full citation, abstract, references

We present a system for automatic monitoring and timely dissemination of multimedia information to a range or mobile information appliances based on each user's interest profile. Multimedia processing algorithms detect and isolate relevant video segments from over twenty television broadcast programs based on a collection or words and phrases specified by the user. Content repurposing techniques are then used to convert the information into a form that is suitable for delivery to the user's mobi ...

**Keywords**: alerting, automatic speech recognition (ASR), content adaptation, content repurposing, mobile devices, multimedia messaging, multimedia processing, news monitoring, notification, service platform

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